

Presentation Planning

As you and your teammates plan your Classroom Management Presentation, you have a lot to consider. Maine's Standard 3 for teachers is: **"Learning Environments: The teacher works with learners to create environments that support individual and collaborative learning, encouraging positive social interaction, active engagement in learning, and self motivation."** Wow. Sounds a lot like Meaningful Engaged Learning. So how will you and your teammates create such an environment as part of your presentation?

Though your planning is as a group, please answer these questions on your own with your personal opinions and perceptions of your team's plan.

Your name: Laura Farr

Your team's Classroom Management topic: Teacher Preparation

3.1 What do you plan to do in both your planning and in your actual presentation that will insure that your learning environment is safe and respectful?

We are planning to begin the presentation with some "carnival etiquette" where we will explain that at times students will be competing but it is critical that they understand that we do not approve of any rude or mean comments and that we expect everyone to be a good sport.

3.1 What have you planned that will encourage positive social interaction?

Students will be participating in our "carnival", which will allow them to work together at some of the stations in order to succeed in a game. For example, in Nick's game, Tower of Resources, students will be working in teams of two. They will have to answer questions and for each right answer they will be given resources that they will use to build a tower. The team with the tallest tower wins. This is a fun way to get our information across and it also encourages teamwork.

3.2 Describe what you feel is the most engaging portion of your presentation where students will be working/thinking individually and tell why it is so engaging in terms of student thinking and student involvement with the content you are teaching / presenting.

I feel that the most engaging portion of our presentation where students will be working individually will be at my station where they will be participating in an organizational game. At this station, each student will get a chance to organize different colored balls into the appropriate bins. They will be timed and whoever does it the fastest and most accurately wins. An entire section of our chapter is dedicated to teachers being organized and this is just a fun way to teach our classmates what our chapter was about and why it is important.

3.2 Describe what you feel is the most engaging portion of your presentation where students will be working collaboratively and tell why it is so engaging in terms of student thinking and student involvement with the content you are teaching / presenting.

In Nick's game, Tower of Resources, students will be working in teams of two. They will have to answer questions and for each right answer they will be given resources that they will use to build a tower. The team with the tallest tower wins. This is a fun way to get our information across and it also encourages teamwork. This game allows students to collaborate and also is a fun way for students to learn about what kind of resources they can use once they become a teacher.

3.3 List some of the individual learning activities you have planned. When your "students" are working individually, how will you encourage them to be self-directed?

In my game that I will be hosting about organization, students will be working individually to organize items the fastest but also the most accurately. I will be giving the students the instructions of how the game works and how they win. Because it is a game that they need rules for, there won't be a lot of self-directed work.

3.3 List some of the collaborative / cooperative / team learning activities you have planned. When your "students" are working collaboratively, how will you encourage them to be self-directed while contributing equally to the group?

There will be four students at each station at a time. At Nick's station students will be working in teams of two. Both teams will be competing against each other to see who can get the questions right and who can build the tallest tower from the resources they gain from answering the question correctly. Students will know what they are doing and how the game works. That being said, students will only have their teammate to work with in order to build their tower. So in that sense, each team will be self-directed.